DAWN of PEACEMAKERS

Campaign booklet

Meron's log - May 4th 3329

The political climate on the continent is worse than I feared, especially within the macaw empire of Axhiquk. Some time ago, the emperor and his court chose to punish house Quchya, a once prestigious family, by taking away its lands. The exact terms of the punishment seem to be buried deep within the imperial bureaucracy. What I do know is that the territory will eventually be returned to Quchya, assuming they start behaving as is expected from a member of the imperial court.

Proud as they are, house Quchya has chosen a different path. Through my contacts it has come to my notice, that they will not try to rein in their frustration anymore. Instead of enduring and letting things run their course, the Quchya will try to seize control of a completely new area. From their ocelot neighbours, no less. Their rashness endangers the stability of the entire continent. As such I've chosen to intervene.

I will have to proceed with subtlety and caution, since I don't want the situation to escalate further. I shall try to call in favours within both the empire and the ocelot nation, Sak-Awhu. A steady flow of information from both nations is vital. I will also need eyes and ears on the field, talented individuals capable of suppressing engagements and preventing unnecessary bloodshed. Relevant information on suitable candidates has already been gathered. It's a leap of faith to let strangers in on my plans, and even more so to give them the authority to operate on my behalf, but I fear I'm out of options. The future of our homeland is at stake.

Tambatro
Gold dust day gecko
Madagascar

Resourceful wanderer. Has travelled all over the world and gathered a wealthy amount of knowledge and useful tricks into his arsenal. Resembles a younger me quite a bit. His creativity and resourcefulness could save the day.

Akezan
Fennec fox
Northern Africa*

Charismatic liar and impersonator. A wandering storyteller, infamous for her various dupes and swindling but is always able to talk herself out of trouble. Her rhetoric skill set could be very useful.
*Unverified, could be fake

Nabo
Marbled polecat
Rienshtum

Daring collector. Well known in his home country for his daring and lucrative adventures. Hunts and collects relics and artefacts from around the world. His fearlessness and initiative are qualities needed right now.

Yainar
Agami heron
Sak-Awhu

Tireless field scholar. A local with good relationships with both the macaws and the ocelots. On her travels, has compiled various books about the nature and varied cultures of South-America. Her knowledge and contacts should prove to be vital for success.

⚠ Caution!

This **Campaign booklet** includes **surprises** in it! Do **not** turn the page when you see a similar yellow box with a note until specifically told to do so. You're now free to continue.

Components added to the Index.

Full list of all components can be found in the *Index booklet* for your convenience. Keep in mind that it contains huge spoilers.

108 cards

| 36 resource cards | 4 units cards | 13 scarlet macaw ploy cards | 13 ocelot ploy cards | 19 **blue** task cards | 19 **red** task cards | 4 reference cards |

3 game boards

1 main game board · 2 side boards

24 double-sided terrain tiles

22 miniature figures

9 scarlet macaw figures · 9 ocelot figures · 4 adventurer figures

24 miniature insignia bases

12 **blue** insignia bases · 12 **red** insignia bases
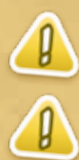
various bits and pieces

| 30 damage tokens | 30 fortification tokens | 18 insignia tokens | 4 frontline signs | 2 event tokens | 1 starting player token | 1 souvenir token *(no gameplay use)* | 3 glass beads | 1 custom 12-sided die |

1 campaign log sheet

1 welcoming letter

3 rule booklets

1 campaign deck

10 sealed components

4 sealed decks · 5 sealed envelopes · 1 sealed container

Dawn of Peacemakers is an unfolding board game with a continuous campaign. This campaign consists of separate scenarios that together cover an overarching story. Players assume the roles of crafty adventurers traversing various battlefields attempting to co-operatively bring about peace.

You can find all of the rules needed to start the campaign within the first 11 pages of this *Campaign booklet*. New rules and components are unlocked and introduced during the campaign. You can use the *Index booklet* whenever you can't quite remember an earlier rule or have additional questions about them. You never have to remember where and when a rule was first introduced, as you can simply look at the table of contents in the *Index booklet* to find the specific rule. We advise only looking at rules that have been introduced in the campaign as to not ruin your enjoyment and the surprises that await.

Whenever there is a new rule mentioned in this *Campaign booklet*, it is marked with an info icon ⓘ and a short note. This lets you know where you can easily find the new rule in the *Index booklet*.

Objective of the game

ⓘ **Campaign** added to the Index.

Your objective is to quell hostilities between two warring sides. Both sides are in control of their army and have a level of motivation which indicates how much they want to continue the ongoing fight. Motivation is lowered by **losing units** along with **certain cards** and other effects. In order to win a game, you have to bring both sides' motivations down to appropriate range so they simultaneously withdraw from the battle. Letting the motivation of one side fall too low causes them to surrender, resulting in you losing the game instead.

Campaign deck

Many of the new cards needed in this campaign can be found in the campaign deck. Instructions about forming this deck can be found in the *Welcoming letter*.

The lock card on top of the campaign deck with a warning icon ⚠ always tells you when you're allowed to draw more cards from the campaign deck. You're reminded of this each time with a purple note and an open lock icon 🔓 **Example!** in this *Campaign booklet*.

Each card in every deck (*excluding the initial decks*) has a placement number in the bottom right of the card. You can use these numbers to rebuild the decks, if you ever want to replay the *Campaign* or reset the game for any reason.

ⓘ **Campaign deck** and new card type (**Lock**) added to the Index.

Your journey begins

Each player has to choose an adventurer they wish to play during the campaign. Available adventurers are introduced on the cover of this booklet. While you are free to change them between scenarios, it is recommended to use the same one so you can tell their own unique story. After choosing who plays which adventurer, everyone should locate and open the **envelope** addressed to their adventurer. You are free to show the contents to others.

Credits

Game design: **Sami Laakso**

Illustrations and graphic design: **Sami Laakso**

Campaign design: **Sami Laakso**, **Ville Reinikainen**

Skirmish design: **Sami Laakso**

Story writing: **Sami Laakso**, **Aro Laaksonen**, **Ville Reinikainen**

Miniature figure sculpting: **Chad Hoverter**

Terminology: **Seppo Kuukasjärvi**, **Ville Reinikainen**

Rules feedback: **Seppo Kuukasjärvi**, **Ville Kuusinen**, **Ari Könönen**, **Jarmo Niinisalo**, **Ville Reinikainen**

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Special thanks to all **692 Kickstarter backers** who helped to make this game a reality. You're glorious!

If you have any comments, questions, or suggestions, contact us at: *info@snowdaledesign.fi*

We also read and follow conversations over at BoardGameGeek (*boardgamegeek.com/boardgame/221669/dawn-peacemakers*). Feel free to post questions there and we will answer them as soon as we get a chance.

Card types

Let's start by briefly going over the different card types in the game and what they are used for. In case of rule conflicts, **the text on the cards overrides the rulebooks**.

Players are allowed to say anything regarding their own, or other players' cards and intentions. You are not allowed to look at cards besides your own unless permitted by the rules. Similarly, you can't show your hand of cards or any drawn cards unless specifically told to do so.

Resource cards

Adventurers would rather not take part in the fighting when two nations clash. Nevertheless, there are various ways a determined individual can influence a battlefield. Whether it is a local buddy here or a misplaced letter there, one always finds ways to tweak the odds to their favour.

The skill lies in timing and using the available resources wisely, as wasted opportunities can become costly in the long run. Meron has stressed the importance of dividing duties between the adventurers. After all, they share a common goal.

Players' resources are represented by **resource cards**. These can be used for various actions during the game. Each resource card has up to 3 rows of icons, one for **influence**, **travel**, and **fortification**. They also have a **scheme** effect written on them. When a player plays a resource card from their hand, they choose either one of the resource icon rows or a scheme effect for their action.

> ⓘ New **card type (Resource)** added to the Index.

Lost missive

Choose 1 of your **companion** units. Discard a top card from its army's order deck.

1. Influence
2. Travel
3. Fortification
4. Scheme name
5. Scheme effect

Many schemes can only target **companions**. **Companions** are units and adventurers that share the same space with your adventurer.

Keywords are always written in **purple**. New keywords will be introduced and explained throughout the campaign. You can always find these in the *Index booklet* for later reference.

> ⓘ **Companion** added to the Index.

Unit cards

Each animalfolk on the continent has organised their defence in some way. Some are more strictly arranged than others, reflecting each nation's attitudes towards war.

Unit cards show statistics for different units. All figures except **adventurers** are called units. A single unit miniature figure represents several soldiers. Each animalfolk has 3 different kinds of units: **common units**, **special units**, and **leader units**.

> ⓘ **Unit** and new **card type (Unit)** added to the Index.

Commander Sochiyamaq
Scarlet macaw leader unit

Cautious leader: If *Sochiyamaq* is **injured**, lower his side's 🔆 by 1 step.

1. Unit name and title
2. Rank
3. Offence
4. Range
5. Defence
6. Health
7. Special abilities
8. Skirmish cost

Units have 5 statistics. **Rank** indicates their significance – more important units have more star icons ⭐. **Offence** tells how strong the unit's attacks are. Units can only attack enemies within their **range**. **Defence** makes units more durable. **Health** indicates how much damage the unit can take before it is defeated. Many units share common statistics, making them easier to remember.

Macaw Soldier [New unit!]

Macaws are usually known for their pompousness, but they know their way around a battlefield. Their soldiers are some of the best trained on the continent and form fearsomely efficient military units. The size of the Axhiquk empire is a testament to that.

Macaw Soldiers are scarlet macaw common units. They have no special abilities.

Commander Sochiyamaq [New unit!]

A military leader with few accomplishments to his name, Sochiyamaq has seized the opportunity to earn prestige within house Quchya. He was chosen to lead the risky operation, and believes it will be the first of his many accomplishments as a commander.

Commander Sochiyamaq is a scarlet macaw **leader**. Leaders are important units and have additional rules associated with them, described later in this *Campaign booklet*.

Many units have special abilities. These may contain **keywords** which introduce additional rules. Commander Sochiyamaq has a special ability which activates when he is **injured**. Injured status is applied when he has taken **damage equal to or higher than half of his health**. If the taken damage is removed for any reason, so that he has less damage than half of his health, the ability is cancelled.

If Commander Sochiyamaq is defeated by a single attack before he gets **injured**, resolve the special ability when you remove him from the game board.

ⓘ **Leader** and **injured** added to the Index.

Ocelot Warrior ⟨New unit!⟩

While not strictly organised, a squad of ocelot warriors is still a formidable fighting force. Since cubs they have had training in order to be able to defend themselves and their lands. Fast and agile individually, in a group they often seem to merge into a spinning storm of blades, claws, and fangs.

Ocelot Warriors are ocelot common units. They have no special abilities and share the same stats with **Macaw Soldiers**.

Ocelot Archer ⟨New unit!⟩

The ocelots were the first to invent the bow and arrow. Other animalfolks eventually caught on to the invention, but the ocelots already had a head start on its development. After decades of refinement and training, the superior range of their bows provides the ocelots an enormous advantage in battle.

Ocelot Archers are ocelot special units. They have an increased range 🌀 of 3, which means they can attack targets farther away compared to other units.

Armies' order cards

Over the centuries, different animalfolks have developed their own distinct styles of fighting that utilise their strengths. Those in command of the armies devise plans using common tactics and their nation's special traits. While their plans can often seem weird or aimless, one needs to understand that they have all but perfect information about the enemy forces. Disrupting and diverting those plans is the adventurers' best bet in completing their objective.

Each army's commands are determined by that **army's order cards**. An army's order comprises a pair of cards. A **ploy card forms the left half** while a **task card forms the right half**. Both ploy and task cards are considered to be order cards.

ⓘ New **card type (Order)** added to the Index.
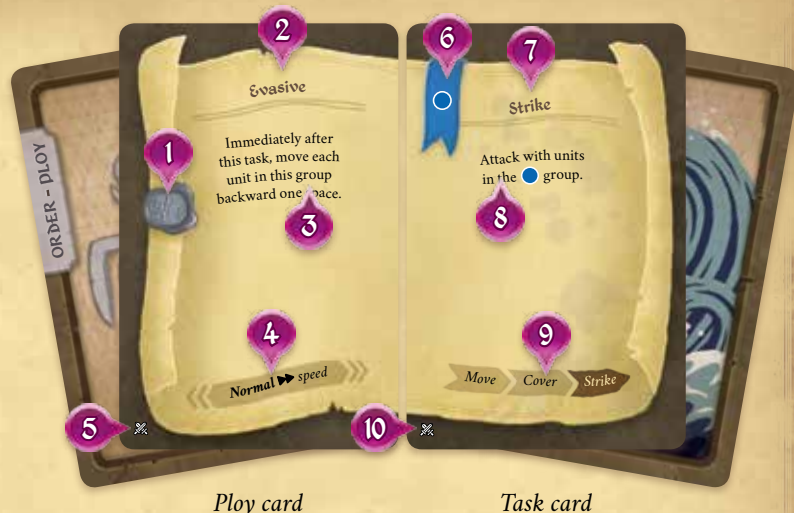
Ploy card   *Task card*

①	Nation icon	⑥	Insignia
②	Left part of order's name	⑦	Right part of order's name
③	Ploy card's effect	⑧	Task card's effect
④	Ploy speed	⑨	Task speed
⑤	Skirmish icon	⑩	Skirmish icon

While all armies use similar cards in their task decks, their ploy decks have unique cards in them. Task cards tell in general what the units do, for example they could attack or move. Ploy cards represent different nations' varied military conventions.

● *Circle insignia*   ✦ *Star insignia*   ⚙ *Cog insignia*

Each task card has a coloured **insignia icon** ●, ✦, or ⚙ on it. All units sharing identical insignia bases in both shape and colour form a group. All units sharing **insignias of the same colour** are in the same army. When an army executes an order, the insignia on the task card tells which group takes the action.

ⓘ **Insignia** added to the Index.

Some order cards have the **skirmish icon** ⚔ on them. These indicate which cards are used in the separate *Skirmish* game mode. Skirmish icons don't have any use in the *Campaign* and you can ignore them during it. Organising ploys are the only cards **not used in the campaign**, and should be left in the box. To remind you, these cards have the campaign icon crossed out 🚫.

ⓘ **Skirmish** added to the Index.

Setup

The **basic setup** listed on this page stays the same throughout the campaign. For each following scenario, you have to follow this basic setup while applying the information outlined on the **scenario setup**. Each scenario has unique terrain and unit placement in addition to specific order decks for the different sides. This is always listed on a separate page. The scenario setup for this first scenario can be seen on the right.

1 Place the **game board** at the center of the gaming area, showing the side with the appropriate scenery according to the scenario setup.

2 Attach **insignia bases** to the units according to the scenario setup. Arrange the **terrain tiles** and **units** on the game board according to the scenario setup.

3 Place the **side boards** for both sides near the game board, showing the campaign icon 📖 on the top left corner.

4 Adjust the **frontline signs** to show directions according to the scenario setup and place them near their respective side's side boards.

5 Set the **motivation** 🔥 for both sides on their side boards according to the scenario setup, using glass beads. All terrain bonuses are already included in these values.

6 Build the **ploy** and **task decks** for each army by [Campaign 📖] shuffling together the cards shown in the table on the bottom of the scenario setup. One insignia icon (●, ✿, ❀) represents one task card. Don't use any cards that have the campaign icon crossed out 🚫. Place the ploy and task decks next to their side's side boards. Leave room below each deck for a discard pile.

7 Place the **unit cards** listed in the scenario setup near the game board.

8 Shuffle all **resource cards** together and deal **2 cards** to each player. These form each player's hand of cards.

9 Place the remaining resource cards on top of the game board on the designated place to form the **resource deck**.

10 Place the **fortification**, **damage**, and other various **tokens** as well as the **die** near the game board. These form the supply.

11 Each player decides which **adventurer** they play and places its figure on the game board on the space marked with the purple arrow icon 🔽 on the scenario setup.

12 The player who has most recently avoided a conflict will be given the **starting player token**. You're also free to randomise this in any way you see fit.

ⓘ Setup added to the Index.

Estimated playing time: **30 - 60** minutes
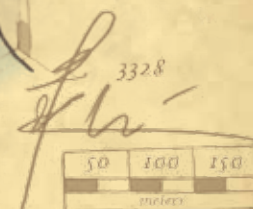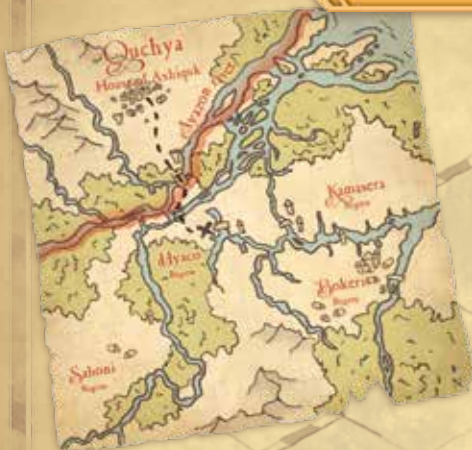
Frontline sign	➤			◄		
Motivation	🌺 6			🌺 4		
Ploy deck	**Scarlet macaw** ploy cards			**Ocelot** ploy cards		
Task deck colour	**Blue**			**Red**		
Move	● ○	✸ ✴	✴ ✴	● ○	✴ ✴	✴ ✴
Cover	● ○	✸ ✴	✴ ✴	● ○	✴ ✴	✳ ✳
Strike	● ●	✸ ✸	✴ ✴	● ●	✴ ✴	✳ ✳
Change of plans	1			1		
Units	1 x **Commander Sochiyamaq**			1 x **Ocelot Archer**		
	3 x **Macaw Soldier**			2 x **Ocelot Warrior**		

Terrain

Each scenario is played on a different map. The map consists of the hexagonal spaces on the game board. All empty spaces are treated as plains terrain. Other terrain types are represented by terrain tiles that are placed on the map during the scenario setup. Different types of terrain have various effects which are described below.

There are additional terrain tiles not listed here. They are used and described later in future scenarios.

> **Terrain** added to the Index.

Plain

Open and pleasant to travel through, plain is one of the most common form of landscape on the continent.

Plains have no special effect. All spaces without terrain tiles are considered to be plains.

River and fountain

Agile animalfolks are able to cross even fast flowing streams without much trouble, but doing so leaves them defenseless against incoming attacks. To make matters worse, water would sweep away any defensive structures one might attempt to make use of.

Units defending in rivers or fountains gain +1 shatter 💧 making them more vulnerable.

Players or any card effects can **never** move or place fortifications 🏰 on rivers nor fountains.

Bridge

Animalfolks have built bridges in key river crossing sites. The quality of craftsmanship varies, but the bridges are usually sturdy enough for a full squad of troops to cross at once.

Bridges are treated as plains.

Forest

Dense forests cover most of the continent. The smaller patches found in various locations can offer protection from the weather and any possible enemy eyes.

Units on forests have **stealth**.

Units with **stealth** can only be attacked from the same or an adjacent space.

> **Stealth** added to the Index.

Rock formation

These natural formations are found all throughout the continent. In addition to their impressive looks, these tall stones provide solid cover for any troops situated near them.

Units on rock formations have +1 defence 🛡 making them more durable.

Tower

Numerous watchtowers spotting the landscape tell the story of the continent's quarrelsome history. Constructed on key locations at past and present borders, these structures have proven to be great places to defend against hostile troops.

Units on towers have +1 defence 🛡 making them more durable.

When a unit moves to a tower which had no allied units on it, raise that side's motivation 🔥 by 1. If a side's last unit on a tower moves away or is defeated, lower that side's motivation 🔥 by 1.

Round overview

Campaign 📖

Each round consists of three phases: the **adventurer phase**, the **army phase**, and the **status phase**.

1. **Adventurer phase** - Take turns resolving actions
   - **Actions** - Spend resource cards to take actions
     a) **Influence** - Look at and reorder armies' orders
     b) **Travel** - Gain movement points
     c) **Secure** - Gain fortification tokens
     d) **Scheme** - Resolve a card's scheme
   - **End turn** - Draw new cards
2. **Army phase** - Execute armies' orders
3. **Status phase** - Check for the game end

A single round is considered to be over when all phases have been resolved once. The player with the starting player token begins the adventurer phase by taking their turn. After all players have taken their turns, the army phase begins. Lastly, there's the status phase where it is checked whether the game ends or a new round is played.

> **Round overview** added to the Index.

1. Adventurer phase

Players take their turns in clockwise order. The player with the starting player token takes the first turn.

Actions – Spend resource cards to take actions

On your turn, you may take **any amount of actions** by spending **resource cards** from your hand. The amount of actions you can take is limited by the amount of cards you have. If during your turn you decide to take **no actions at all**, you may discard 1 resource card to draw 1 resource card.

Each resource card has up to 3 rows of icons and a scheme written on it. These are the available actions of the card. When you play a card, you must choose and resolve **one action** on it. If a card doesn't have an icon for a particular action, you cannot use the card for that action. **After resolving your chosen action**, place the played card faceup on the resource discard pile. You can resolve the same kind of actions several times during your turn.

During any of your actions, if you draw *(or discard)* a task card for a **group that no longer has any units in play**, remove that card from play and draw *(or discard)* a new task card.

a) Influence – Look at and reorder armies' orders

The amount of **influence** icons 📙 indicates how many order cards in total you must draw when using a card for the influence action. Fully resolve the influence action before continuing with your turn. You can only draw order cards from your **companion** unit's army, meaning you share a space with them.

Draw order cards from the chosen army's order decks one at a time as long as you have influence left. Choose whether to draw from the ploy or the task deck each time you draw. After privately looking at those cards, **you or any other player** may decide to play another card for its influence to let **you** draw more cards. Other players **do not need** to have a **companion** unit from the army you're influencing. It doesn't matter who plays the card for influence. You decide which deck to draw the order cards from.

After everyone decides to stop playing additional cards, **you** rearrange the drawn order cards as **you** wish and return them facedown on top of their corresponding decks. The influence action has then been resolved.

If you draw the *Change of plans* card from the task deck, resolve it immediately. Shuffle the task discard pile and *Change of plans* into the task deck, and draw a new card. Influence is **never** lost to *Change of plans*. If you can't draw enough cards from the ploy deck, shuffle the ploy discard pile to form a new ploy deck. In both cases, **keep the already drawn order cards in your hand**.

b) Travel – Gain movement points

The amount of **travel** icons 🥾 indicates how many movement points you gain when using a card for the travel action. One movement point allows you to move your adventurer to an adjacent space on the game board.

You may spend movement points one at a time during your turn. You're not required to spend all gained movement points. Unused movement points are lost at the end of your turn.

c) Secure – Gain fortification tokens

The amount of **fortification** icons 🏰 indicates how many fortification tokens you gain from the supply when using a card for the secure action. Fortifications provide shelter for units.

You may place fortification tokens on the **space you are on** or **any adjacent space to you** one at a time during your turn. Fortification tokens can **never** be placed on rivers nor fountains. Fortification tokens stay on the space they are placed on. You're not required to spend all gained fortification tokens. Unplaced fortification tokens are lost at the end of your turn.

There is considered to be an unlimited supply of fortification tokens. If you run out of these tokens, use something else to mark the fortifications.

d) Scheme – Resolve a card's scheme

You can choose to play a resource card for its scheme. Fully resolve the scheme's **immediate** effects before continuing with your turn. If the card has an **ongoing effect**, keep it in front of you. Discard the resource card only **after you have fully resolved its effects**. If the effect lasts for multiple rounds, discard it only after the effect ends.

One scheme named *Guard duty* can give units the **guard** ability. All attacks must prioritise enemy units with **guard** before anything else, if such units are within range and can be attacked.

End turn – Draw new cards

ⓘ **Guard** added to the Index.

Each player draws new resource cards at the **end of their own turn**. The amount of new cards depends on the number of players. **There is no hand limit**.

Players	Amount of cards drawn at the end of your turn
1	4 cards
2	2 cards
3	2 cards if you have the starting player token, otherwise 1 card
4	1 card

If the resource deck is depleted when someone needs to draw new cards from there, shuffle the resource discard pile to form a new resource deck. If the resource deck and discard pile run out simultaneously, players can't draw more cards until someone plays cards from their hand.

ⓘ **Adventurer phase** added to the Index.

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2. Army phase

After the adventurer phase, it's time for the **army phase**. Draw 1 card from each order deck and place them on top of their corresponding discard piles.

If a ploy deck is depleted when you need to draw a new card from there, take the ploy discard pile and shuffle it to form the new deck. Task decks are reshuffled when a *Change of plans* card is drawn.

If a task card is drawn at the **start of the army phase** for a **group that no longer has any units in play**, remove the card from play and draw another task card. If an effect removes the last unit in play from a group **later** in the army phase, do not draw a new task card.

The ploy and task cards on top of their discard piles form an order for each army. Always read both the ploy and the task cards for all armies before executing them. The task card's insignia indicates which group will perform that order. These groups are referred to as **active groups**.

Players may look through all discard piles at any time but not reorder them. Players **never** get to make decisions during the army phase. The armies literally execute their orders in this phase.

Order speeds

The resolution sequence of orders is determined by both the ploy and the task cards. First look at the speed of an order from the ploy card. **Fast orders** are resolved before **normal orders**, which are resolved before **slow orders**.

If the orders' **speeds are the same**, see which task cards were drawn. *Move* tasks are resolved before *Cover* tasks, which are resolved before *Strike* tasks. Orders with the **same speed and the same task** are resolved **at the same time**.

The effect on a **ploy** card comes into play when the task is resolved.

Fast ▶▶▶ speed	Normal ▶▶ speed	Slow ▶ speed
Move ⟩ Cover ⟩ Strike	Move ⟩ Cover ⟩ Strike	Move ⟩ Cover ⟩ Strike

1. Move – Units move on the game board

All units in active groups attempt to move. Rules for unit movement are listed below.

- A unit tries to move **1 space** in the direction of its frontline sign.
- If a movement would result in units occupying the same space as enemy units, none of these units move. Other units in active groups may still complete their movement.
- Only move a unit, if it results in it moving **closer to at least one enemy unit**. Otherwise do **not** move that unit.

- If an adventurer shares a space with a moving unit, they may move together with them. This does not cost any resources.

2. Cover – Units gain temporary defence

All units in active groups gain +2 defence 🛡 for this round.

3. Strike – Units perform an attack

All units in active groups try to perform a single attack targeting an enemy unit. All units on the same side are allies, while the opposing units are enemies. Adventurers are not considered to be units and therefore no attacks can target them.

A unit can attack enemies as many spaces away from them as their range 🎯 indicates. Units prioritise targets within their range in the order listed below.

① An attacker's first priority is to attack the **closest enemy unit**. If multiple targets are at the same distance, the attacker prioritises the space in the direction indicated by their frontline sign. If that space doesn't contain enemy units, the attacker continues looking for a target in a clockwise direction around itself.

② If there are multiple targets on the same space, the attacker targets the enemy unit with the **largest amount of damage tokens**.

③ If multiple targets on the same space have the same amount of damage tokens, the attacker targets the enemy unit with the **lowest rank**.

④ If multiple targets on the same space have the same amount of damage tokens and the same rank, **randomly choose** the target from those units with the die. Each possible target gets an equal distribution for the roll (*for example, when choosing between 2 units, a range of 1-6 for one and 7-12 for the other unit*). Use the same result for all attacks targeting the same space.

Multiple attacks that happen at the same time can target the same enemy unit, even if one of the attacks would be enough to defeat the target. If multiple attacks from the same army target the same unit, **add the offence values ⚔ of all attacking units together** and resolve it as if it were a **single attack**. Apply all special abilities to the combined attack from each unit participating in the attack.

When a unit is attacked, resolve it in the following way. Incoming damage is equal to the attacking unit's offence ⚔️.

(1) Remove fortification tokens 🏰 from the target unit's space up to the amount of incoming damage and return them to the supply. If there are **multiple simultaneous attacks** targeting **different units** on the same space, each removed fortification token reduces incoming damage to all units by 1.

(2) If the incoming damage isn't reduced to 0 by fortification tokens 🏰, adjust it based on the target unit's defensive values. Each point of defence 🛡️ lowers the incoming damage by 1 while each point of shatter 💎 raises it by 1.

(3) If the incoming damage is greater than 0, the attack deals *(and the target unit takes)* that amount of damage. Place the corresponding amount of damage tokens from the supply near the target unit on the game board.

There is considered to be an unlimited supply of damage tokens. If you run out of these tokens, use something else to mark the damage.

If the amount of damage tokens a unit has is equal to or higher than its health 💜, the unit is **defeated** and removed from the game board and play. Defeated units are placed on their reserved spaces on their side board and their possible damage tokens back to the supply. Each time a unit is defeated, lower the motivation 🔥 of that side by 1.

If a side's **last unit** or **last leader** in play is defeated, drop the motivation 🔥 of that side **directly to 0**.

If the last unit of a group is removed from play, remove `Campaign 📝` all discarded task cards referring to that unit's group from play.

The game comes with reference cards for attack prioritisation and resolution. We recommend using them to remind yourself of these rules for a few games until you're familiar with them.

Reshuffling order decks

If you ever draw *(or discard)* the task card *Change of plans*, that task deck gets **immediately** reshuffled. Take the task deck, task discard pile, and the *Change of plans* card. Shuffle them together to form a new task deck. Then draw *(or discard)* a new card to replace the *Change of plans*. Resolve *Change of plans* even if it's combined with *Revoked* ploy card.

Ploy decks do not have *Change of plans*. A ploy deck only gets reshuffled when it has run out of cards and you need to draw or discard cards from it.
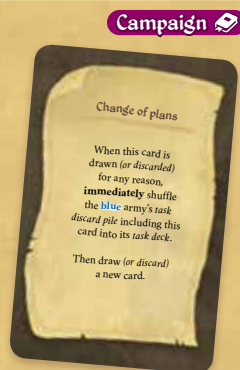
Revoked – Cancel the order and lower motivation

Each ploy deck includes 2 *Revoked* cards, which lower their side's motivation 🔥. These represent the exhaustion of both warring sides and their reluctance to continue spending resources to extend the battle.

When you draw a *Revoked* card during the army phase, **immediately** lower that side's motivation 🔥 by 1 step. Don't resolve any text written on the task card when it's combined with a *Revoked* ploy card.
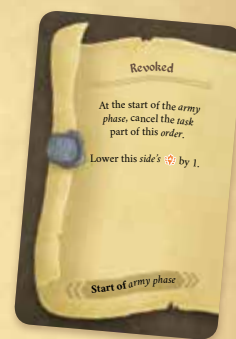
3. Status phase

Each side has their motivation 🔥 for continuing the `Campaign 📝` battle. Motivation is divided into 3 parts. A side surrenders at 0. At 1 and 2 it is ready to withdraw. Above that a side believes it can still win the current scenario.

In status phase, go through all **game end conditions** listed for the current scenario in the order they are written. You can find those for this first scenario below. If at least one of them is met, the scenario ends. Otherwise keep playing. If multiple conditions are met on the same round, you only use the result of the **first** of those conditions.

If the game continues, give the starting player token to the player **on your right**, counterclockwise around the table. This means that the last player of the current round is always the first player of the next one. Begin a new round starting from the adventurer phase.

Game end conditions

- You lose the scenario, if **at least 1 side has 0 motivation** 🔥.
- You win the scenario, if **both sides are ready to withdraw**.

Game start

You're now ready to start playing!

Don't read additional pages of this *Campaign booklet* until you have finished the first scenario. If you have any questions, either see the previous pages or the *Index booklet*.

⚠️ Stop!

Do **not** flip more pages until **a game end condition is met**.